

After Ceausescu's death in 1990 over 120,000 children were discovered living in grim institutions. In the county of Jud Bihor in Western Romania, children who had been assessed as 'mentally retarded' at the age of three were sent to an institution in the country village of Cadea. They were housed in old buildings that had broken windows and no heating or plumbing. It was dark and dirty and for the majority of the time the children were confined to their cots. Most of them were tied to the bars by strips of cloth tied tightly around their wrists and ankles.

The children were always dirty, hungry and cold - sixty to seventy died every winter. Their original 'retardation' was the result of early illnesses such as pneumonia and bronchitis, and years of confinement at Cadea only compounded the problem. When they were finally released in January 1991, many could neither walk nor speak. All of the children rocked backwards and forwards in their distress; their eyes were glazed and unseeing. On release, many of the children were sent to hospital buildings in the mountain villages of Remeti and Bratca. It is here that the White Cross started assisting the local Romanian staff in their care.

Since the White Cross has been working with the children, over 600 people have travelled with the Mission to Romania. Some have only been able to give a few days of concentrated work, most average two months and one stayed for four years! Some work with the children, others repair the buildings and yet others deliver goods. Every volunteer is special. They raise their own money for air and train fares, insurance, food and electricity and more than half of them do it all over again and go out for a second or even third time. Old or young, with or without qualifications, the combined work and presence of these many different people has had an amazing impact on the children.

Children with blank, unseeing eyes, rocking in a world of their own are now healthy, laughing and boisterous. The accumulative effect of the White Cross volunteers with their mixture of naivety and experience, their energy, their perseverance, their hopes, their dreams and their many different ways of showing love has created a rainbow effect of bouncy, confident and individual children.

Fundatia Crucea Alba has helped White Cross Mission with the legalities of purchasing small farms, employing assistants and moving children from the mental institutions in order to live a normal family village life. We intend that these farms will be the children's homes for as long as they need. All their lives if necessary.

Buying the farms is only the beginning of a lifetime commitment to those children we take out of State care. Without a regular financial safety net we would be irresponsible if we established too many homes. We do, however, believe that this is the only way forward and are desperate for substantial funding.

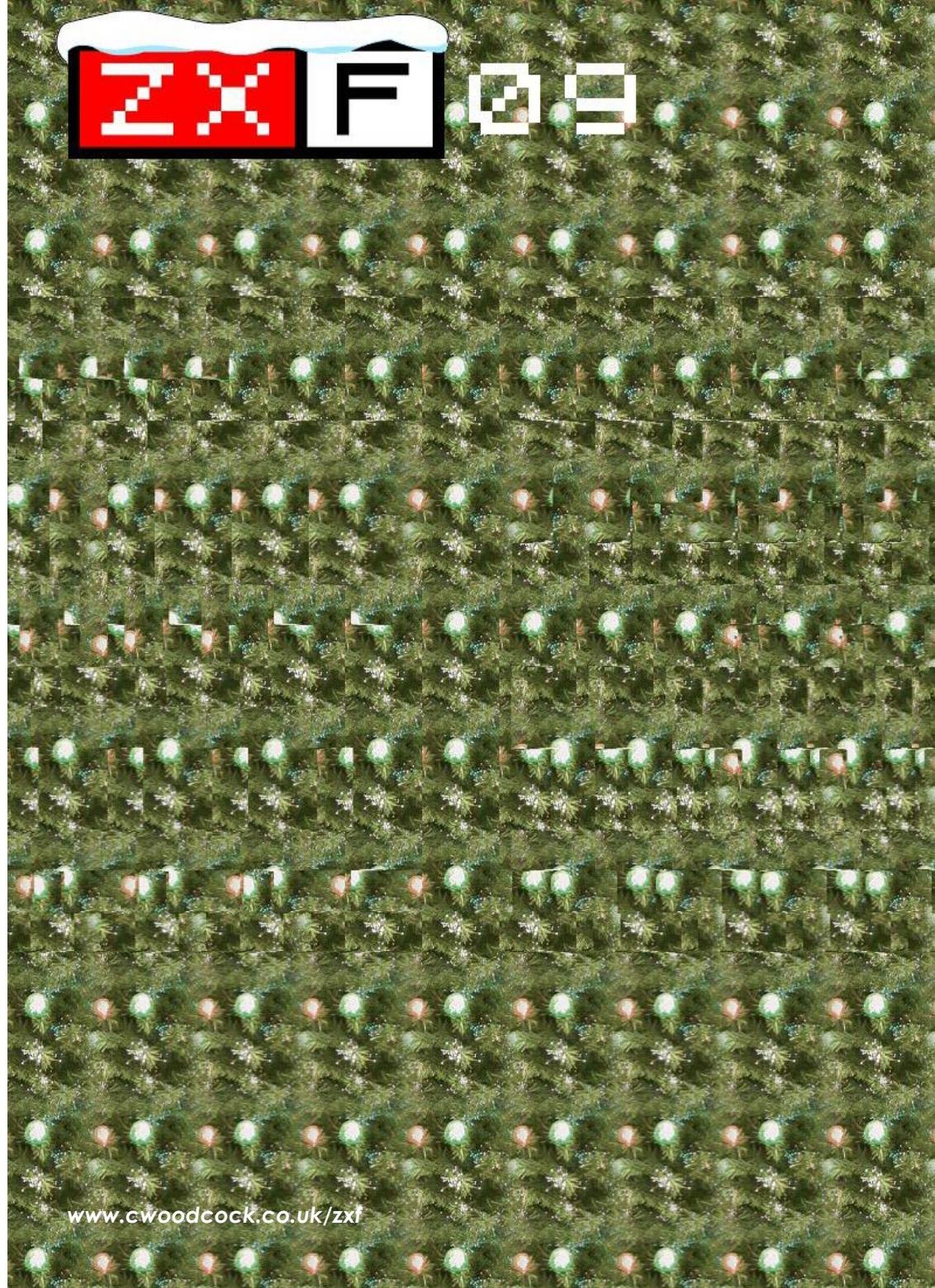
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# EXPLIST

Hall

Spaces or dashes separate the four components. The first group, usually a single digit (but rising to five digits when initially more than 7) denotes the language, e.g. 0 is the Queen's English, 3 is German. Obscure regions are denoted when 80 - 99999.

The next group is the publisher and again the size of the digits rises as the first two numbers go higher. Twenty, 2-digit publishers within each language group are allocated a million titles each. Hueber like Prentice Hall are pretty big. As the number of digits rises, the number of titles decreases. The group 86161 uniquely identifies Melbourne House who are allocated 1000 titles. The number 9508477 uniquely identifies Jupiter Cantab who were allocated ten titles 0-9.

The next number is the title id with a payoff depending on the space that the group and publisher have already taken up.

The final check digit is always a single character. To find the next book in a publisher's portfolio you remove the check digit, increment or decrement the 9-digit number, and then reapply the checksum.

For instance I found this abandoned book.

<http://isbn.nu/0861611365>

The Complete TS2000 Disassembly, 01-MAY-1984. "Publication cancelled".

Using the above program it is possible to calculate the ISBN numbers of adjacent books and discover that Melbourne House abandoned four major Timex publications at that time.

It's a useful program, ripe for improvement, and I have stuck the BASin compatible ASCII version here.

[www.wearmouth.demon.co.uk/BASIC/isbn.bas](http://www.wearmouth.demon.co.uk/BASIC/isbn.bas)

Good hunting.

Moving on, SE BASIC is back on the development agenda after a two year break by its author, Andrew Owen. After having had a look at Andy Wright's Beta BASIC, Andrew's decided to incorporate some functionally equivalent commands. Now Beta BASIC was an extension to Sinclair BASIC - it added to the original with something like 100 extra commands, taking up the best part of 20K along the way. So there's no way anything like this could be added to the SE BASIC ROM; instead Andrew wants to add the extra functions as a default library in line 0. A what? The idea is to use the DEF FN command to define a whole

load of new functions at the start of a BASIC program in a single (very long) line of code; the rest of your program can then use all these new functions as though they were built-in commands. Stick it all in line 10 and enter POKE 23755,0: POKE 23756,0 - like magic, line 10 becomes line 0. So there you go - a library in line 0.

Andrew has written to ZXF explaining things a little further. Here's what he had to say:

The new function count is now up to 20, and with the optimizations made by MontyMole the whole thing should take up a good deal less RAM.

Here's the list:

```
BIN$(number) CHAR$(number) DEC(string)
DEG(number) DIV(number, number)
DPEEK(address) FREE() HEX$(number) ITEM()
LEFT$(string,number) LOG10(number)
MAX(number, number)
MIN$(string, number, number)
MIN(number, number) MOD(number, number)
NUMBER(string) RAD(number)
RIGHT$(string,number) TIME() TIME$(number)
```

My aim with these functions is to provide a standard function library for Sinclair Basic that will compile with the HiSoft BASIC compiler, be somewhat compatible with BetaBasic, and be displayed as named functions, rather than FN A()...etc (using a special display routine on a real Spectrum via channel #3). In BASin the aim is to be able to type these functions in as shown above. There are 26 numeric functions and 26 string functions available in Sinclair Basic. As you can see, I've used 7 string functions and 13 numeric ones. Minimal BASIC normally allows you to define 26 functions, so if I add any more functions to the list they will be string functions, or they will replace existing numeric functions (DIV is no shorter than doing the equation in full), leaving 13 string and 13 numeric functions for the user. I may forego compatibility with BetaBasic to use FN N-Z and FN N\$-Z\$ leaving the user FN A-M and FN A\$-M\$. The library will be supplied as a .bas and .tap file with all the functions stored in LINE 0 (which is protected). Most of the string functions I'd like to add cannot be described in a BASIC function without the use of VAL\$ (which will not compile), so they may have to be done via machine code - in which case they would be stored in a REM in line 0 following the DEF FN definitions.

For the latest info on this new phase of SE BASIC, the place to hang out is the SE BASIC area of WoS Forums, of course.

## pectrum memorabilia...

your own celebration with a piece of 21st Century Spectrum memorabilia? The ZXF merchandise range has now had a complete overhaul in response to readers' comments and new designs at new prices are just waiting to become the ebay rarities of the future!



**ZXF T-Shirt**

Co-ordinate your Spectrum meets!

\$16.99 Now just \$10.99



**2005 Wall Calendar**

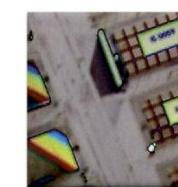
\$4.99



**Long Sleeve T-Shirt**  
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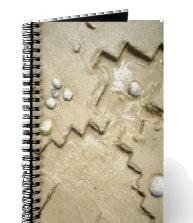
**Sweatshirt**  
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**Tile Coaster (ZXF07 cover design)**

The perfect home for your ZXF mug (other mugs also compatible).

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**Journal (ZXF08 Cover design)** \$8.99

**Currency confusion?** \$1 = £0.60/€0.85 approx (exchange rates can vary) so \$5 = £3.00/€4.25 approx, \$10 = £6.00/€8.50 approx and so on. Please note: ZXF merchandise is provided by [www.cafepress.com](http://www.cafepress.com), an American company, and items sent outside of the US will incur an international shipping fee of \$7.00 (approx £4.20/€6.00) for one item, with additional items charged at \$4.00 (approx £2.40/€3.40) per item thereafter.

[www.cafepress.com/zxf](http://www.cafepress.com/zxf)



ing down too.

In fact, this sort of "extreme pitch bending" on its own can quite successfully strip out any melodic quality from a sample and produce decent drum sounds without white noise, as demonstrated by

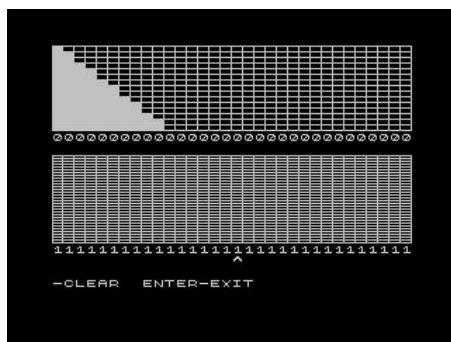


Figure 2.5

sample number 3. This is a bass drum, and therefore the intention is to go 'thunk' without any hissy white noise getting in the way - hence the white noise being masked out by the row of 1s at the bottom of figure 2.5. Turning our attention to the pitch table in figure 2.6, the tone dives downward much more rapidly this time - so far down, in fact, that if you go to the editor and try playing it at any pitch lower than C-5, it will go off the scale and re-emerge as a high note, resulting in a 'thunk-tinkle' sound. So let's not do that, then.

Finally, to complete our drum kit, we'll make sample number 4 into a hi-hat, one of those drums that seem weedy and pointless in isolation



Figure 2.6

but actually give the finished track that indefinable touch of gloss. See figure 2.7 - there's no pitch bending this time, so the values on the second screen should all be left at +0000. By now you should be able to figure out for yourself what's going on with this sample. (Hint: this one's entirely white noise.)

Incidentally, the way the noise setting is attached to a sample might give you the impression that you can have several white noise samples going at once, all at different pitch settings. You can't - the white noise generator is shared between all channels, and can only be running at one pitch at any moment. If you try it, it just ends up picking

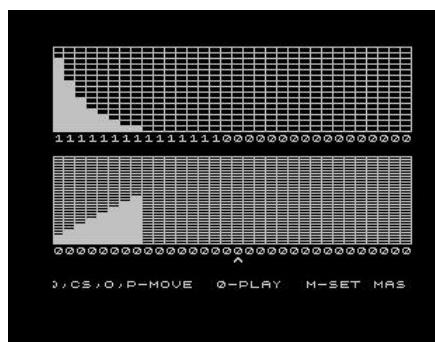
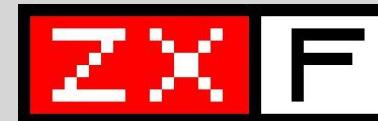


Figure 2.7

one setting and ignoring the others.

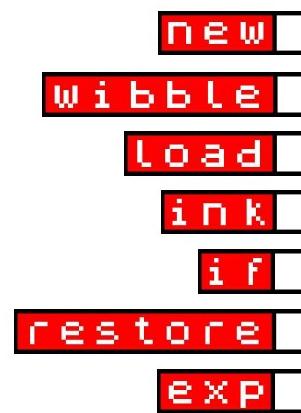
Anyhow, why on earth would you want more than one drum track? It's already tricky enough to squeeze a song into three channels, let alone bringing a chorus of bongos into the mix. This is where you encounter the real challenge in Spectrum tracking - finding creative ways to condense all the parts of the song into the limited space available - and you're faced with some tough choices. Can you spare a whole channel to do the drums? Do you combine the drums and bass into a single channel, Robert Miles style (bop-dmmm-fish-dmmm-bop-dmmm-fish-dmmm), leaving another one free for fancy echo effects (where you replay the melody slightly delayed and slightly quieter)? Or do you hop about between channels, inserting notes into every available gap like some sort of deranged musical Tetris? The choice is yours. But this is my tutorial, so the choice is mine, and I say we should use channel B exclusively for drums.

Here's the sequence I came up with to go in channel B. Keying in a drum track is no different from a melody track. This time we're mostly



CHRISTMAS 2004 Issue 9

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If you enjoy ZXF and you want it to continue then consider yourself duty bound to let me know this ([mail@cwoodcock.co.uk](mailto:mail@cwoodcock.co.uk) or by the feedback form). All other feedback will be gratefully received too.

**ZXF has a voluntary purchase scheme.** If you have downloaded and enjoyed an issue of ZXF, and if you are able to afford to, please consider paying £1 for your issue via the Paypal button on at the ZXF website ('magazine' page).

If you would like to contribute to future issues of ZXF - even if it's just to write a letter - **please do**; contact me again by the email address below.

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exp

# SOUNDTRACKER

**Part Two of AY tuner Matthew Westcott's tutorial.**

So, you've followed last issue's tutorial and found your way around the tracker interface, created a few simple samples and put them together into a real tune. This time we're going to look at adding some more exotic sounds to our repertoire.

I must start off with a disclaimer though - there's no surefire formula for generating good sounds. A liberal dose of experimentation and trial and error will go a long way, and once you've stumbled across some particularly neat samples you might find it worthwhile to build up your own library through the 'save sample' / 'load sample' feature. Alternatively, with an emulator you can do what I do and start out on a new track by loading up a snapshot of an older one and going to 'clear pattern' and 'clear position', so you get to keep the sample set that worked so well last time.

Before you know it, you'll develop your own distinctive style, and every time one of your tracks is played at a demo party, people will recognise it within the first two seconds and nod knowingly at you, despite the fact that you toiled away for days to come up with something brand new and unique. (What, me bitter?)

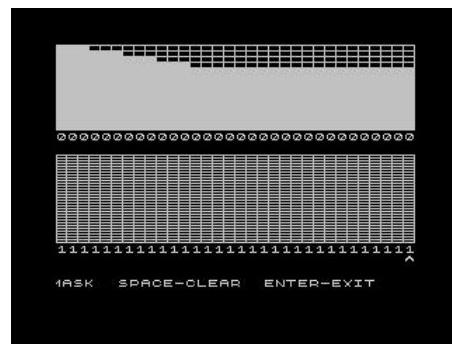


Figure 2.1

## Pitch bending

We'll start off by creating a lead instrument to play the melody of our next masterwork. Starting from a blank song, create sample 1 as indicated in figure 2.1. Nothing unfamiliar here - just a clean

sample that dies away a bit.

The new bit comes in figure 2.2, the second page of the sample editor. We're interested in the two columns on the left - well, it's just one column split into two really. This defines how the pitch of the note varies over time, just like the previous page defines how volume varies over time. Use the familiar Q / Caps Shift / O / P keys to move that fetching pink cursor, D/E to adjust the number, and M to toggle the sign between plus and minus. Reading down the columns should make it clear what we're trying to do here - we stay on the original note for a bit (all the 0000s), then shift upwards (the +0001 and +0002), downwards (the -0001 and -0002), and back to the starting point. Take a listen with the 0 key, and you should be able to make out a bit of tremolo, or vibrato, or whatever the technical term is ('wobbliness' will do for me, personally).



Figure 2.2

We want it to last a bit longer though. For this we quit the sample editor, and turn our attention to the 'Sample', 'Repeat' and 'Replen' sliders in our top menu. These work together in much the same way that 'Position', 'Pattern' and 'Height' do: 'Repeat' and 'Replen' are two values that can be tweaked for each sample. For our sample 1, set both of these to 16. The meaning of this is: "After playing to the end of the sample, hop back to frame number 16 (that's 'repeat') within the sample, and play the following 16 frames (that's 'replen') in an endless loop".

edit

I always find it fascinating how, looking back each year on all that has passed, a pattern or theme seems to emerge. For me 2002 was a year of immense emulator activity. 2003 I will always remember for Cronosoft putting Spectrum software back on the map. And 2004 has to be the year that retro went mainstream.

Of course none of these things only happened in the year indicated. Emulators were hardly something new in 2002, but there was quite a burst of activity and - dare I say it - just a little bit of competition between the various emulator authors during this year. Cronosoft, of course, were not responsible for all of the 2003 software releases - far from it, in fact - and there were plenty of new programs developed before they came along; but this year and this label brought a much-needed clarity to the Spectrum software scene.

And 2004, of course, was not at all the first time that retro computing caught the eye of mainstream ventures. Micro Mart has run a weekly 'Retro Mart' column for some time now, of course, and gaming monthly GamesTM has run quite a chunky 'Retro' section since its first issue at the end of 2002. So what's so special about 2004?

Well Retro Gamer, obviously. And despite the points made above, the difference between a magazine which includes a quantity of retro content as opposed to one which relies completely on retro content to shift issues is enormous. I remember in the pre-RG days reading post after post after post on a wide variety of retro forums (not just for the Spectrum) about the non-viability of a retro magazine since it would not be able to subsidise its cover price through advertising. I was convinced by this argument. And then I met Martyn Carroll at the Micro Mart Fair last November.

Everything that Martyn said he would like to do during that chat he has pretty much now done. Retro Gamer started the year as a quarterly publication and finished it as a monthly, and along the way it has paid a lot of attention to our favourite machine. Martyn is a big Spectrum fan.

What was the Spectrum community's reaction to the publication? To be honest, a little frosty in places. A few people commented on it here and there, but forum postings appeared to contain more threads discussing why not to buy the magazine than why to buy it. As each new issue

hit the shelves, more and more Spectrum users seemed gradually to start coming round to the idea that it wasn't just a cynical money-making ploy, however (quite a number of Speccy users were stunned by the high cover price of £5.99 and the low page count of about 110, apparently not believing the argument about advertising subsidising the cost of normal, thicker magazines). And then there was the Your Sinclair supplement.

What happens next? I really don't know. We seem to be in a zone at the moment where half of the world knows something the other half doesn't. The Commodore 64 brand has been sold and the new owners are already marketing a game-packed joystick. Sega have jumped in on the act with a plug-it-in-the-telly controller pad. Amstrad, on the other hand... zip. Meanwhile, despite the success of Retro Gamer, we have seen no new competitors start up to try to take a share of its market. And I find myself oscillating between a belief that 2005 will see even greater strides forward into the mainstream and a fear that boring old normality will somehow suck everything back to how things were, as we saw in America in November.

And yet, as I write, a new set of publications have just hit the shelves, too late to make it into the news section of this issue. Both Retro Gamer and GamesTM have published paperback anthologies of retro content previously published in their magazines (the GamesTM book, incidentally, features a great forward by ex CRASH editor Roger Kean). I'm no industry expert, but it looks to me like a stocking filler/coffee table assault that could potentially bring many, many more people into the scene, if only on the periphery. As a strategic move, I think this idea is quite brilliant.

But whatever lies in store I am grateful for the year which has passed. Retro Gamer has brought a breath of fresh air to the community and reminded those who thought a mainstream retro mag impossible that few things are certain in this world.

If you're celebrating Christmas, I wish you a peaceful one.

Until April.

**Colin Woodcock**  
mail@cwoodcock.co.uk

EXP

## SPECTRUM STORAGE SOLUTIONS

Never mind Retro Gamer. Some of you might or might not be aware that Micro Mart magazine has supported the retro scene for quite a few years now. I've written a few Spectrum-related articles for the 'Retro Mart' column myself and for those of you who missed it first time around my recent two-parter on Spectrum storage solutions (issues 820-821) is reprinted here.

### Cassette tape

Think ZX Spectrum and memories of loading in games from a tape recorder won't be far away. Oh, what fun we had back then. The wait... the noise... the crash... the rewind... the sheer and utter frustration. And yet, over twenty years later, the subject of transferring 48K's worth of colour-clashed shoot-em-up from an audio cassette to an over-heated Spectrum is still a focus for genuinely fond discussion within the community.

Why the fascination with tape loading? Simple: cassettes could be copied, and you didn't need expensive equipment to do it with. Such was the prevalence of cheap, tape-to-tape midi systems in the 80s, copying games was just so easy there was no way it was never going to happen. Games were practically hard currency in the playground, which meant they were a way of making friends. And since making and keeping friends is basically what teenage life is all about, it therefore happened quite a bit.

Loading a brand new, fresh-out-of-the-shrink-wrap game into your Spectrum was one thing, but loading a third generation copy of Bounty Bob from an over-stuffed C90 was altogether quite another. Such was the ubiquity, therefore, of the 'R Tape Loading Error' message within the Shared Spectrum Experience that practically a whole subculture grew around the art of getting games to load in. In recent years it's even been suggested that a mystical aura surrounds the

Spectrum whilst a game is loading and that this field can be disrupted by anything from next door's Hoover to your mother entering the room to simply not looking at the computer enough...

### Looped Tape

In the year following the Spectrum's launch Sinclair Research released the Interface 1 (IF1) and Microdrive expansion system; the former an interface styled in the same curves of the Spectrum that screwed into the base of the machine, the latter a looped tape system not entirely dissimilar to the old eight track music cartridges. The added functionality of these devices was 'phase two' of the Spectrum's planned development, giving life to the previously redundant drive commands (CAT, FORMAT and so on) printed below the Spectrum's number keys.

Microdrive cartridges were tiny: 30x42x5mm; they contained 15m of 1.9mm tape driven by a rather noisy little motor at the breakneck speed of about two metres per second. They could typically store between 90 and 100KB of data, of which 6K could be loaded in close to four seconds. And up to eight drives could be connected at once via the IF1, giving a total online storage capacity of nearly 800KB. These were Sinclair's on-the-cheap answer to the much more expensive floppy disk systems of the day, although compared to disk systems they were inferior in many ways and it's probably more appropriate to think of them as an advanced tape system.

### Disk Drives

In 1987 Amstrad released the first and only Spectrum to feature a built-in disk drive - the Spectrum +3. It used a 3 inch drive system capa-

famous 'Big Final Issue' 93 and that any new attempt to revive it could spoil that. In particular, a few ex-YS writers that weren't involved were a little cheesed off that they or other ex-colleagues they valued hadn't been consulted - but of course there's always future issues in which that could be rectified...

So. Can we look forward to more of the same? ZXF caught up with RG editor and YS94 contributor Martyn Carroll to ask a few questions about the project.

**ZXF: Whose idea was the YS supplement? And why YS rather than one of the other Spectrum publications?**

MC: The idea for the supplement came from Live's Editorial Director, Wayne Williams. He was impressed with the fan-created issue 107 of Zzap!64, and as we were both YS readers of old, it was deemed a good idea to resurrect the magazine. Then literally days later, long-time YS writer Phil South contacted us, offering his freelance services to Retro Gamer. The coincidence was too spooky to ignore, so Wayne had the idea, but Phil provided the impetus to actually get things off the ground.

As for the decision to choose Your Sinclair above Crash and Sinclair User. We felt that YS was the best-loved and perhaps best-remembered of the three. It had lots of character (and characters no less), and many memorable sections that we could have fun re-creating.

**ZXF: Was it difficult negotiating the licence from Future Publishing? When was this accomplished?**

MC: Getting the license was purely a business deal, and Future had no objections. Funnily enough though, when we first contacted them about it, they had no idea they actually owned the magazine. They even asked us if we were sure we had contacted the right company! It was only after a bit of digging around that they came back to us and very nicely offered us a deal. All this happened during the Summer.

**ZXF: The response to YS 94 within the Spectrum community was immensely**

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SPECTRUM

YS94 even comes with its very own Smash Covertape, with legendary giveaways 'Batty' and 'Moley Christmas' as well as previews of Cronosoft's 'More Tea, Vicar?' and Peter Gordon's 'Sensitive'. Actually it's a 'virtual cassette' on Retro Gamer's cover CD, still that didn't deter Duncan Snowden from recording it to tape anyway. But without the snazzy cassette label it just wasn't the same... Lucky for us then that he made one. There's a PDF to download at <http://web.ukonline.co.uk/dss/ys94smashtape.pdf> and if you can't be having with all that glue and scissors malarkey you can get a pack of cassette labels at [www.aandaudio.co.uk/blank\\_recording\\_media\\_storage.htm](http://www.aandaudio.co.uk/blank_recording_media_storage.htm).

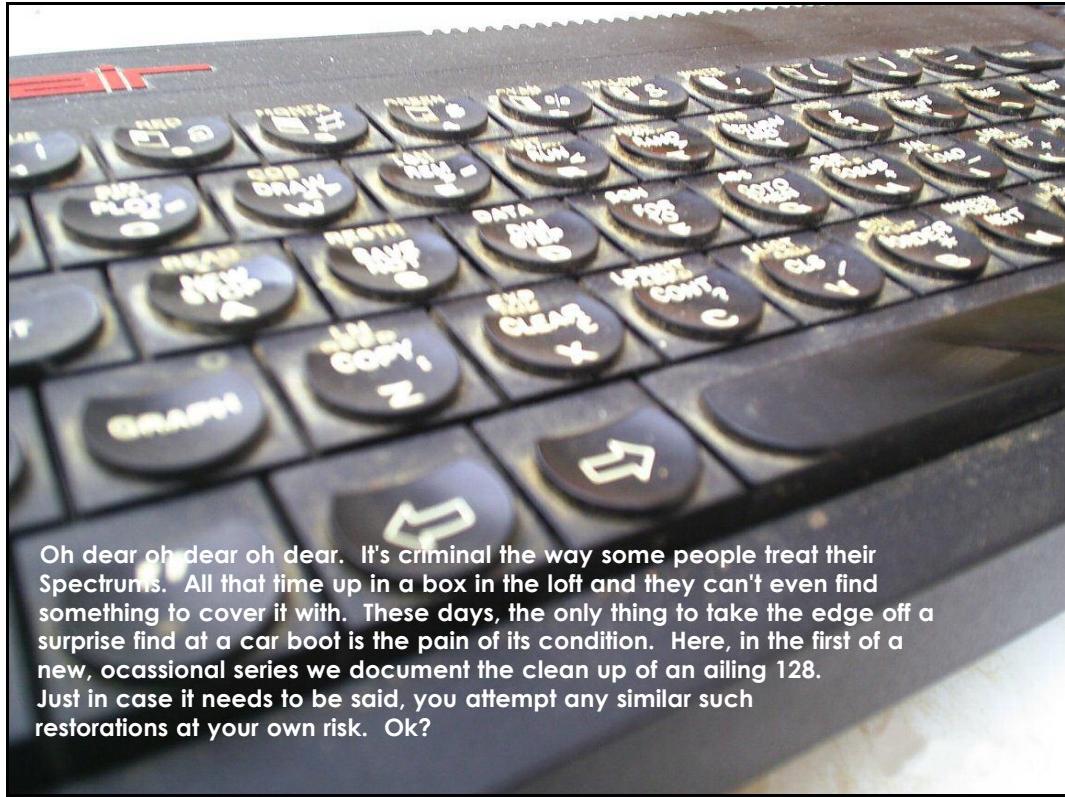
positive - in fact many non-Spectrum owners also praised the project within the RG forums. Were you surprised by just how positive this response was?

MC: I'd say that feedback has been about 90% positive, with a few claiming that we should have left the magazine alone, especially as it received such a dignified ending back in 1993. This was always a worry, and is the main reason why it was paramount to get ex-YS editors and writers involved from the start. With their input I was confident we could recreate the 'feel' of YS, and I believe we have, but I still didn't expect the amount of genuinely positive feedback.

**ZXF: Speculation is rife regarding follow-up projects! I understand Live Publishing negotiated the right to further issues of YS in the original licence deal. What are your thoughts about a follow-up?**

MC: We did negotiate rights to use the license again, and as issue 94 has been largely well-received all round, it's highly likely that issues 95 and possibly 96 will appear some time in 2005. I certainly feel there's more mileage to be had, as there are many more ex-YS employees to catch up with, and obviously new Spectrum games to cover. It also gives us the opportunity to play around with the design. Issue 94 was based on the style of Future's first re-design, and it would be cool to base our next issue on the style of the early Dennis days. We'll have to wait and see. As long as the Speccy scene continues to grow, I see no reason not to keep YS alive and kicking.

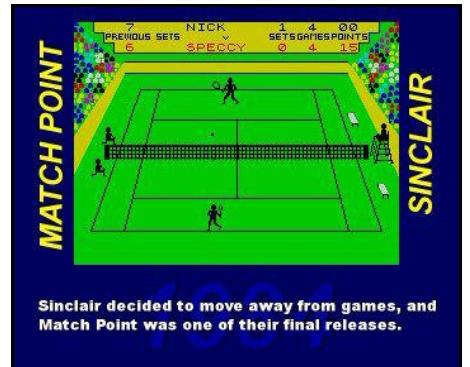
# restore



## THIRD YSRNRY DOCUMENTARY RELEASE

>Best year for pop music ever in the history of all time (no, really) receives Sinclair focus

At the time of writing, Nick Humphries is still working on the finished version of part three of his documentary, having become distracted by the sudden appearance of **YS94** and all the subsequent rehab. Naturally ZXF has been given a sneak preview. Here are the piccies...





## WHAT I WANT FOR CHRISTMAS...

We're a spoilt lot in the Spectrum community. Yes we are. To enter properly into the spirit of Christmas, however, I've decided to turn a blind eye completely to all the things we already have and dream about loads of stuff we haven't. Treat this as an ideas pool if you will, or treat it as the rantings of a thoroughly ungrateful teenager. The teenager bit I can live with rather well, actually...

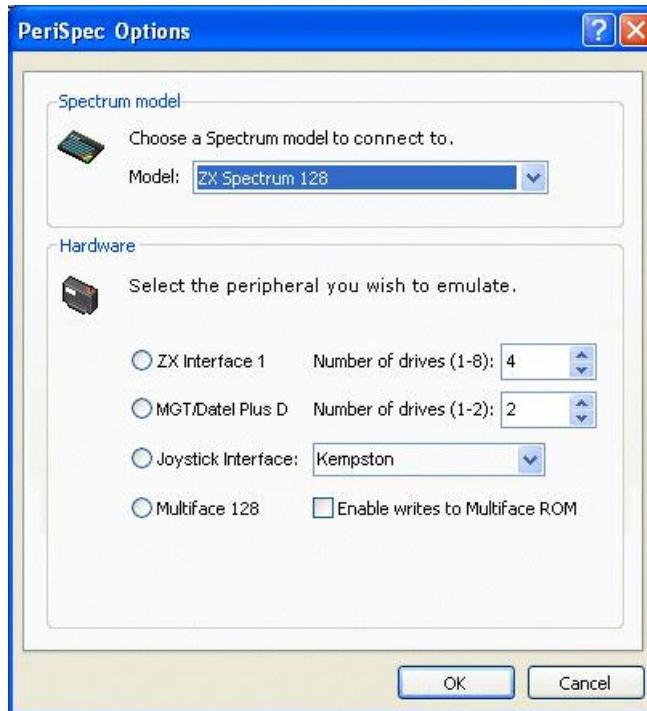
Christmas morning 2014. The kids are up, pulling away the Shockwave wrapping paper from their virtual presents...

Nothing much has changed in the last ten years. Computers have got more powerful, but still can't differentiate between a message from your mate about the football last night and one offering you a choice of mortgages, pornography and degrees - all for a bargain price. Terry Wogan is still chuckling away on Radio 2 in the mornings. The UK is still pondering over the Euro (America has already joined). Things are pretty much of a muckness in the world.

Having said that, things have really moved on in the ZX Spectrum scene. The 'Retro Bubble' continues to boom - City experts are still arguing over how long the cost of Ultimate titles can continue to rise at their current rate. Ebay have formally adopted the ZX80 as their official unit of currency. And emulation has been pushed further than it's ever been pushed before. Here are just a few of the latest developments...

### ElectroSpec

Version 2.5 of the first ever Spectrum emulator to emulate at the level of electronic components actually allows the user to unscrew the virtual case and fiddle with the components inside. It's a feature that the average user is unlikely to find interesting for too long; de-



soldering resistors to see what happens when you turn the power back on has a rather limited addictiveness value, although I do quite enjoy being able to pull a virtual joystick interface out of my emulated Spectrum when I'm cross with it. For those of us with a little electronics knowledge, however, the temptation to design and test an all-new Spectrum peripheral

without actually having to do any of the fiddly real stuff is what it's all about, of course. Already an online archive of peripherals old and new is being grown at WoS, the most recent addition being the ZX Chuntey Visualiser 2 with its 3 inch LCD screen - all powered from the Spectrum's own power supply.

The major update to version 2.5 is support for the increasingly

to us all as **Retrospec** (<http://retrospec.sgn.net>). **JetPac - Solar Crisis** is an absolute delight, bearing all the hallmarks of quality we've come to associate with the Retrospec stable over the years: great graphics, superb sound and passion - lots and lots and lots of passion.

**JetPac - Solar Crisis** sees Jetman called back into action when a bunch of nasty aliens take out all the orbital probes of Earth's defence system. The stakes here are extremely high: with the EDS out of the way the aliens' next target is nothing less than the entire Earth supply of tea leaves, which they intend to do away with through the use of a giant hive full of tea leaf eating insects. Naturally a threat such as this is well beyond the scope of anything experienced or envisaged before - I mean, weapons of mass destruction are nothing compared to this - so there's nothing for it but to get the best man onto the job - Jetman. Your task is to get about repairing those defence probes pretty damned pronto.

**Solar Crisis** is written by Richard Jordan, with graphics support by **John Blythe** and **Graham Goring**, both of whom, incidentally, worked on one of my other all-time remake favourites, **Cybernoid 2** (and Graham Goring also contributed to the fantastic **Head Over Heels**).

### GOSH MGT

#### >**Wearmouth ROM updated**

**Geoff Wearmouth's** alternative ROM for the Spectrum 48K that allows you to type in commands on a letter-by-letter basis has now been updated to be compatible with **MGT** (Miles Gordon Technology) **DISCIPLE** and **Plus 'D'** interfaces. **Gosh Wonderful** version 1.29 was released in September and is available from [www.wearmouth.demon.co.uk/gw03/gw03page.htm](http://www.wearmouth.demon.co.uk/gw03/gw03page.htm)

### NEW FANZINES AT WOS

#### >**Format to be added to archive**

And on the subject of MGT, the next magazine up for preservation, at [www.worldofspectrum.org](http://www.worldofspectrum.org) - now that scanning of the 'big three' is done and dusted - is **FORMAT** magazine, publication of **INDUG** (INdependent Disciple User Group) and champion of all things MGT, such as the **Disciple** and **Plus D** interfaces for the Spectrum and, of course, the Sam Coupe.

**FORMAT** ran for over ten years, creating sudden controversy when out of the blue it stopped without warning, leaving its subscribers in the lurch. To this day the reasons for this have never been fully understood.

Despite editor **Bob Brenchley** being

apparently very hard to get hold of, WoS maintainer **Martijn van der Heide** has managed to track him down and obtain distribution permission for **FORMAT** magazine. This is likely to come as a surprise to a number of sceners, who had always speculated Bob would be over-protective of INDUG copyright, based on an incident where he threatened legal action over the use of the Sam Coupe logo on websites. As **Brian Gaff** pointed out at the time, however, you become a lot more protective of things like copyright when you're trying to survive on the income.

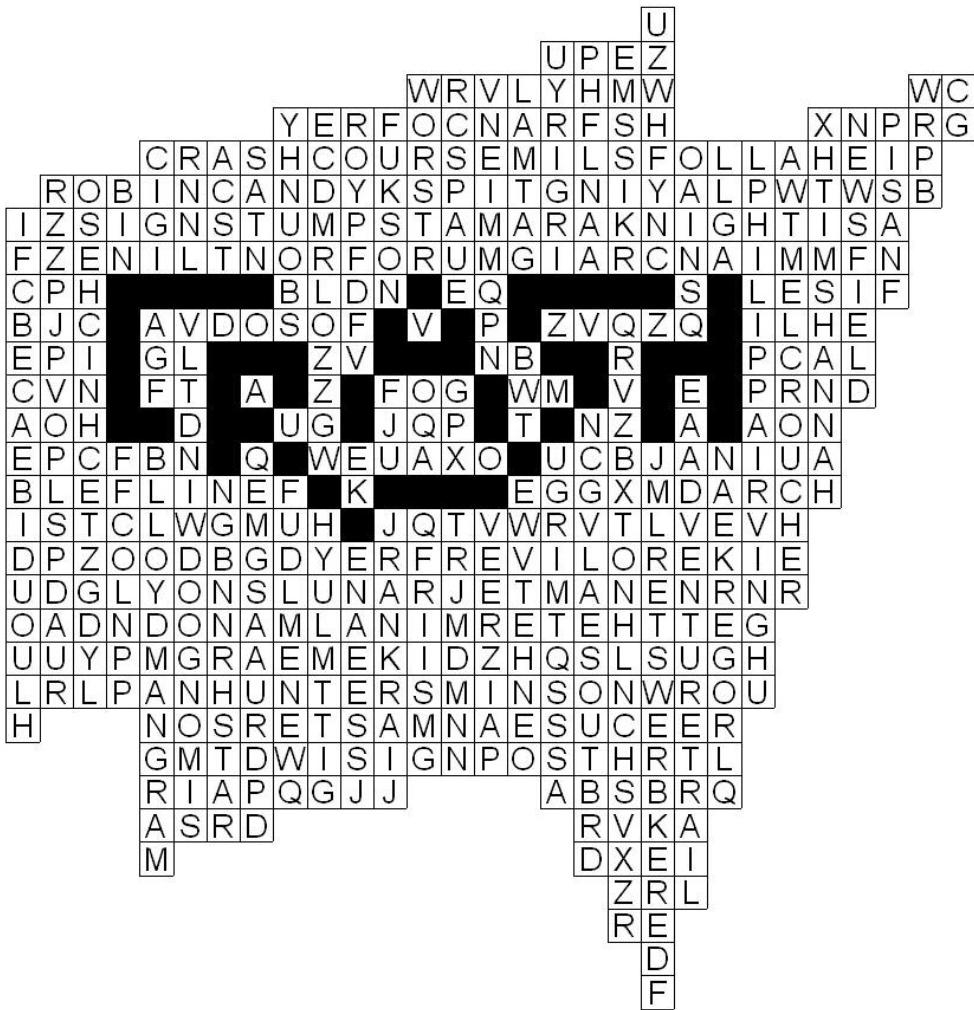
I subscribed to **FORMAT** myself for a year and thoroughly enjoyed every issue. So far five issues have been made available at WoS; watch out for the rest.





## THE CRASH WORDSEARCH

It's that time of year again. Stuffed with turkey on Christmas day you'll be needing something that can be done from the comfort of your armchair. For all those CRASH fans feeling unloved with the advent of a new YS, here's a little wordsearch to help ease the pain. Thirty words from the 'classic' era, including writers' names and feature titles. Enjoy!



### ORSAM 2004: THE GAME

#### >Thrust clone written in five hours

Cauldwell The Great has notched up yet another Spectrum programming achievement to add to the considerable list he's been growing of late. This one is a game written in five hours at the Norwich ORSAM 2004 show in November. That's right: five hours. It would have been longer except that Jonathan didn't get to the show until 10:30 and then took half an hour to set his equipment up. Tch.

In his 300 minutes of programming Jonathan has managed to come up with an extremely playable THRUSTesque game. Having personally found Thrust games to be both immensley addictive and yet appaullingly difficult (let's just say you wouldn't want me in control of an escape pod), I can say with confidence that this game will be going nowhere near any of my real Spectrums so long as I continue to consider them valuable objects one would not ordinarily throw out of a nearby window in total rage. Luckily the PC is too heavy.

Cauldwell managed to get just a single level complete but plans on enhancing the game in the future. Also Matthew Westcott wrote a tune for the game during the show and that will be added in too.

The game is currently up for free download at Jonathan's website at <http://members.fortunecity.com/jonathan6/egghead/id7.html>

Personally I really hope that this version continues to remain available alongside any improvements that follow - purely as an example of what can be achieved in such a short space of time.

**UPDATE** The new improved version with Matthew's music added is now available from Jonathan's site. And now the game has a name too: **Lunaris**. It even has a little story too. It turns out it's all about a spacefaring bloke called Henri Latrine...

### NEW PAW

#### >Version 6 of WinPAW coming

Douglas Harter has contacted ZXF about renewed work on his version of the Professional Adventure Writing System (PAW) for Windows, a system that I fully intend to use one day to convert **Blink** (WinPAW can deal with Spectrum games written using either PAW or The Quill so long as the databases have been decompiled). Here's what he had to say:

After 4 months of being retired, I have gotten most of my high priority projects out of the way. So I am free to start working on version 6.0 of WinPAW again. If things go well, I will have a V6 early first quarter of 2005. Some of the new features in Version 6 will be:

Saved field widths in the DataBase displays if you resize them.

Duplicate words. You will be able to 'Screw the screw' if you wish.

An AGAIN and OOPS command Export and import for ACE.

Option in Packaging to include the ZIP for the Engine

Export And Import some Adventure Settings

Database Table Export and Import

Some of the Users in the last six months have had a problem with importing from a UnQuilled or UnPawed game. There is a beta of V6.0 which corrects this problem (it has the first new feature as part of it). This version is at <http://www.winpaw.com/V6/WPIDEUpdate.zip>

### MINI GAME OVER

#### >ZX victorious in tiny games compo

Last year the Spectrum took home the 'silver joystick' of second place in the annual Minigames Competition, thanks to Jonathan

Cauldwell's **Amusement Park 4000**. This year it's nothing less than gold with Paolo Ferraris' 4k title **4k Race**.

Gaining an average score of 8.40 over twenty votes, 4k Race is a visually very impressive racing game, leaving you wandering what on earth Ocean did with the other 44K for Road Race. 4K Race was one of seven Spectrum entries this year across two categories of 4K and 1K (there were also three ZX81 entries). Nearly 60 games were submitted in total. Voting took place during October.

So it's thanks to **Stephen Judd** for running a well-oiled competition. You can still download all entries at [www.ffd2.com/minigame/](http://www.ffd2.com/minigame/) of course.

### LOAD "" SCREEN\$

#### >Top loading tunes tune

I can't work out if this is a remix of a tune released earlier this year or something completely new - I think it's the former. Either way, **Raffaele Mattei**'s top dance track **LOAD "" SCREEN\$** will have you smiling from the first note; depending on your take on the Spectrum scene, you'll either regard it as the zenith of ZX cool or the most ridiculous thing you've ever heard. ZXF, naturally, takes the first view.

[ftp://ftp.worldofspectrum.org/pub/sinclair/music/ZXSpectrum-LOAD\\_SCREEN\\_2.mp3.zip](ftp://ftp.worldofspectrum.org/pub/sinclair/music/ZXSpectrum-LOAD_SCREEN_2.mp3.zip)

### AMSTRAD PROGRESSION

#### >E3 introduces videophone

Spectrum copyright owners Amstrad seem to have come up with what appears to be a genuinely innovative product: a phone with a built-in video camera. Sporting a colour screen, the E3 continues with the support for Spectrum games introduced with the Emailer Plus (it doesn't actually promote this, but Amstrad have confirmed it to ZXF). [www.amstrad.com](http://www.amstrad.com)

Load

# Wolf 2004

Author: Invaders Price: Free Format: TR-DOS Reviewer: Colin Woodcock  
Download: <ftp://ftp.cc4.org.ru/pub/8bit%20game/>



The original **Wolfenstein**, much as it tried to create an atmosphere, didn't. Perhaps we thought it did at the time, but when **Doom** came along a wee while later we realised that Wolfenstein was something of a Dad's Army in the fear department. Compared to Doom, which I recall very vividly, my memory of Wolfenstein is a little hazy. But I do remember it; I do remember being very impressed by it. I didn't play it all that much, however, because once I got past that initial 'wow' factor I found it all pretty much of a muchness.

**Wolf 2004** was the winner of the **Chaos Constructions 2004** 640K ZX Spectrum Game category and, more or less, it's kind of what you

might expect a competent Spectrum version of Wolfenstein to look like. It is, of course, an extremely impressive piece of coding - clearly well-deserving of its success. The animation as you wander round the various mazes is just ridiculously smooth and it all takes place to a full-bodied AY backing track. I spent quite a while wondering around this 3D environment just marvelling at the skill.

But then I stopped playing - not because the implementation is no good (actually, it's amazing), but



Leningrad's Youth Palace - the venue for CC2004

because it's - well - Wolfenstein. So if you liked Wolfenstein, you'll like Wolf 2004. As usual it's that simple.

ZX-EXPLORER v.0.99

File	Applications	Knowledge database								
C:\...\Emulation\ZX-Spectrum\Files\TAPE\										
File name	Size	Type	Modified	Source	Name	Publisher	Genre	Year	Model	Author(s)
TerHawks.tzx	56258	ZX Spect...	02/12/2000 09:08:02	W05	TerHawks	CRL Group PLC	Arcade	1984	48	Richard M. Taylor
Test Tape.tzx	1950	ZX Spect...	19/11/2001 23:27:00	W05	Test Tape	Sinclair Research Ltd	Utility, Undetermined	1986	48	Mike A. Richardson, Jane Richardson,..
THAWATOS.TAP	43309	ZX Spect...	13/03/1998 17:39:10	W05	THAWATOS	Durel Software Ltd	Arcade	1986	48	Xcellent Software (Bo-Jangleborg)
The Artist 2 - 128k.tzx	53285	ZX Spect...	26/07/2002 08:02:16	W05	The Artist 2: The	Softechnics	Utility: Drawing	1986	128	Xcellent Software (Bo-Jangleborg)
The Artist - Side A.tzx	55438	ZX Spect...	01/08/2002 20:39:20	W05	The Artist 1, The	Softechnics	Utility: Drawing	1985	48	Delta 4 Software (Bo-Jangleborg)
The Artist - Side B.tzx	29885	ZX Spect...	01/08/2002 20:50:36	W05	The Artist 1, The	CRL Group PLC	Text Adventure	1986	48	Delta 4 Software (Judit Child, Fergus,..
The Bogit! - Side 1.tzx	98486	ZX Spect...	09/09/2001 22:56:56	W05	The Bogit! The	CRL Group PLC	Text Adventure	1986	48	Delta 4 Software (Judit Child, Fergus,..
The Bogit! - Side 2.tzx	108923	ZX Spect...	09/09/2001 22:57:44	W05	The Bogit! The	Atlantis Software Ltd	Text Adventure	1986	48	Neil Smyth
The Mafia Contract II.tzx	49557	ZX Spect...	17/10/2001 18:59:12	W05	The Mafia Contract 2	Ocean Software Ltd	Text Adventure	1985	128	Ian Weatherburn, Simon Butler, Fred ...
The Never Ending Story ...	88614	ZX Spect...	21/05/2000 16:32:30	W05	The Neverending Story...	Alternative Software Ltd	Text Adventure	1981	48	Enigma Variations (Dir. Jeff Coetzee)
Thomas The Tank Engine....	52331	ZX Spect...	19/08/2000 20:02:56	W05	Thomas The Tank ...	Firebird Software Ltd	Arcade	1986	48	Jeremy Smith, D. Lowe
THRUST_1.TAP	48736	ZX Spect...	27/02/1998 11:14:26	W05	Thrust 1	Firebird Software Ltd	Arcade	1987	48	Andrew Rogers
THRUST_2.TAP	49338	ZX Spect...	11/12/1998 12:17:12	W05	Thrust 2	Firebird Software Ltd	Arcade	1987	48	

292 file(s) C:\Emulation\ZX-Spectrum\Files\TAPE\

All ZX-Spectrum files (\*.tzx, \*.tap, \*.blx, \*.scr, \*.mdr, \*.z80, \*.st1, \*.sna, \*.ach, \*.sit, \*.snp, \*.prg, \*.tpe, \*.sp, \*.sem, \*.snx, \*.raw, \*.szx, \*.pk3)

## ZX-EXPLORER

Version 0.99 by Claus Jahn; <http://home.arcor.de/clausjahn/spectrum/index.html>

So Mr Claus has been very busy in the run up to Christmas (is that the best piece of wordplay you can come up with? - Ed.). **ZX-Explorer** and **ZX Paintbrush** are, in fact two of seven applications collectively known as **ZX Modules**. Together these modules are intended as a replacement for Claus' best-known (but not very old) utility **ZX Rainbow Second Edition** - which, incidentally, no longer appears to be available from his website. What are the

other modules, you ask? Well there's **ZX Favourites**, which will store most wanted programs with their games informations in a database, **ZX Preview**, which will show screens, basic listings, system variables, etc, **ZX Blockeditor**, which will show/edit the blocks of spectrum files, **ZX Editor**, which will edit ZED-files amongst other things, and **ZX ModulesCentral**, which will control and co-ordinate all the other modules. As you've probably

guessed from my use of the future tense there, none of these five modules are available yet. Judging by the speed at which ZX Paintbrush and ZX Explorer have been developed, however, there is no reason to suppose at present that the wait for all of these programs will be an especially long one. I like **ZX Explorer** very much. Where ZX Rainbow was quite a large and unwieldy program at

times, ZX Explorer fits the bill just perfectly. The screenshot pretty much tells you everything about the program that you need to know, which is that it allows you to browse all of your Spectrum files with ease, with the added bonus that it automatically recognises WO-listed files and displays database info on all of these. The coolest part of all was seeing **Blink** get recognised. A very handy utility indeed.

Load

# Platform Games Designer

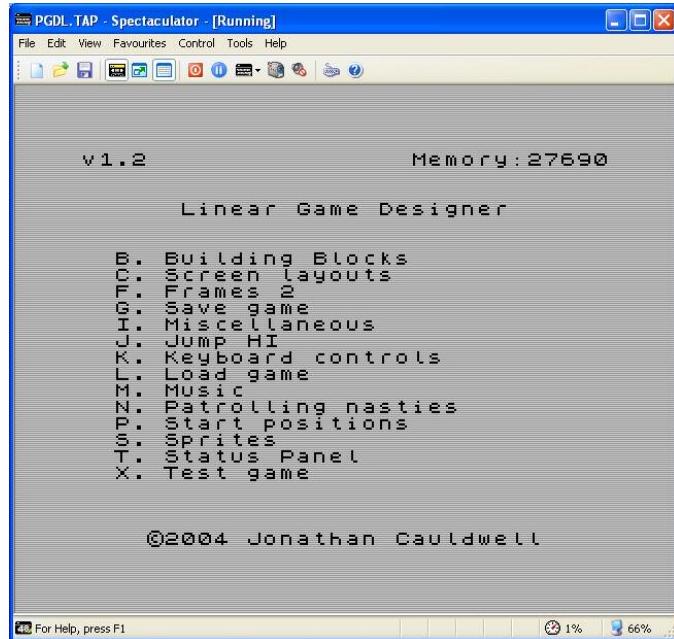
Author: Jonathan Cauldwell; published by Cronosoft Price: TBA Reviewer: Colin Woodcock  
Website: [www.cronosoft.co.uk](http://www.cronosoft.co.uk)

Honestly, it's ridiculous. I can't remember being so excited about a new Spectrum release as I have been about Platform Games Designer since... well, I just can't remember a time. Perhaps the release of PAW is the nearest benchmark. In one sense it really doesn't matter to me whether PGD turns out to be any good or not because I've enjoyed the anticipation so much.

But now the wait is over and it's time to be judgemental. Well I'm going to give my verdict straight away: I love Platform Games Designer and I can see an alarmingly large portion of the Christmas break being spent on it. It's one of the most addictive pieces of Spectrum software I've seen in a very long time.

And I'm starting with that statement because I do have improvement suggestions to make and I want everyone to be clear that these don't distract me from thinking PGD is just fabulous. But more on them later.

First of all, there are actually two versions of PGD - I'm not clear at the moment whether these are to be sold as one package or separately. The **Linear Designer** allows you to create games where you must collect a number of objects in a room in order to be able to pass onto the next level. Think Manic Miner. The **Explorer Designer**, on the other hand, allows you to wander around, from room to room as you damn well please. Think Jet Set Willy. If you're a MM/JSW fan that will no doubt please you a great deal. If, on the other hand, you frequently find yourself wandering what on earth all the fuss is about this genre of game, you might find your spirits

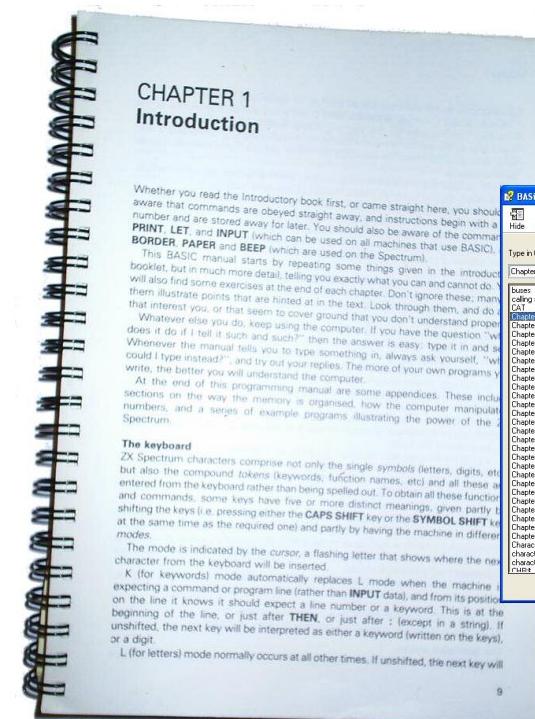


deflating ever so slightly at this piece of information. In fact, the similarities between the MM/JSW games and the parameters of PGD are many. You create objects to collect and magic doors that open on their acquisition. You create 'patrolling nasties' that move around on pre-determined paths and kill you instantly with their touch. And you can create crumbling platforms and conveyor belts. All ala MM/JSW. But of course you don't actually have to create any of these if you don't want to (well, ok, the doors you kind of do need). And therein lies the key. Stop thinking about MM/JSW and start thinking about what you can actually do

with these tools and you'll soon find the software allows an immense variety of environments.

For starters, the graphical possibilities are quite considerable. You are given an endless number of 'blocks' - basically 8x8 character cells - from which to build your rooms; you design these in pretty much the same way that you would design UDGs except that you also choose the block's properties (solid block, platform, conveyor, object, etc). Then in the screen layout area you simply select the blocks you want and drop them in place. It's as simple as that.

For the main 'hero' sprite you get



## CHAPTER 1 Introduction

Whether you read the introductory book first, or came straight here, you should aware that commands are obeyed straight away, and instructions begin with a number and are stored away for later. You should also be aware of the commands PRINT, LET, and INPUT (which can be used on all machines that use BASIC).

This BASIC manual starts by repeating some things given in the introductory booklet, but in much more detail, telling you exactly what you can and cannot do. You will also find some exercises at the end of each chapter. Don't ignore these; make them illustrate points that are hinted at in the text. Look through them, and do whatever else you do, keep using the computer. If you have the question 'What does it do if I tell it such and such?' then the answer is easy: type it in and could I type instead, and try out your replies. The more of your own programs you write, the better you will understand the computer.

At the end of this programming manual are some appendices. These include sections on the way the memory is organised, how the computer manipulates numbers, and a series of example programs illustrating the power of the Spectrum.

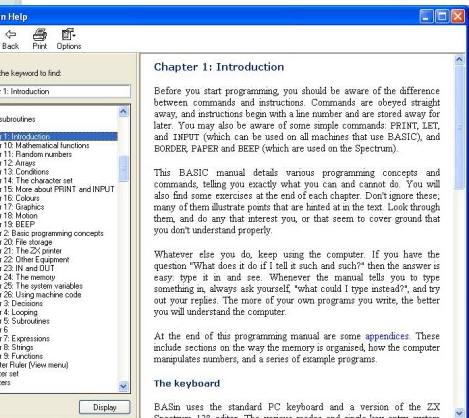
### The keyboard

ZX Spectrum characters comprise not only the single symbols (letters, digits, etc) but also the compound tokens (keywords, function names, etc) and all these entered from the keyboard rather than being spelled out. To obtain all these functions and commands, some keys have five or more distinct meanings, given partly by shifting the keys i.e. pressing either the CAPS SHIFT key or the SYMBOL SHIFT key at the same time as the required one) and partly by having the machine in different modes.

The mode is indicated by the cursor, a flashing letter that shows where the next character from the keyboard will be inserted.

K (for keywords) mode automatically replaces L mode when the machine expecting a command or program line (rather than INPUT data) and from its position on the line it knows it should expect a line number or a keyword. This is at the beginning of the line, or just after THEN, or just after : (except in a string). If unshifted, the next key will be interpreted as either a keyword (written on the keys), or a digit.

L (for letters) mode normally occurs at all other times. If unshifted, the next key will



variables by just clicking them.

- Proper hints to the toolbar buttons. It was about time I did, really...
- Multi-Line code merging (using for example the Paste system or the UDG Editor's Send As BASIC option) now has a small warning when a line is to be overwritten.
- Line overwrite protection. Now if a line is going to be overwritten, you get a green error cursor at start of the line. Pressing Enter again will have the line accepted.
- Upgraded the Renumber tool to do ranged renumbers now - you can specify a portion of the program to renumber instead of the whole thing. Beware of renumbering and overwriting existing lines outside the renumber range! BASin will alert you if that happens.
- Block Delete. You can now delete a single line by typing it's number, ie, 10<return> and multiple lines using 10,20,30,40<return> or by using 10..40. you can mix these ie: 10,20,30..60,100
- The Editor will now display string literals using the characters pointed to by CHARS - so you can see what your new chars will look like. Also updated the Token Window with a checkbox you can select to display the current charset in the alphanumeric box.
- Editor speed-ups - should about 2x faster than it was before.
- Editor keystroke sounds. You can turn them on or off in the Sound options page, and choose between a 48k style keyclick and a 128k style. The "line OK" and "Error" beeps from the 128k will sound regardless of 48k/128k type.
- Insert/Overwrite mode for the editor, with a Statusbar indicator.
- Imported the 2xSAI and SuperEagle display scalers from the upcoming release of SPIN.
- Updated the Scale2x routines to assembly language for a vast increase in speed.
- Frame Skipping. BASin can now be configured to skip any number of frames, and can auto-skip if necessary to keep sound emulation smooth. This means that rendering styles like scale2x and Bilinear can be used in a maximised display window.
- Saving a program now adds the filename to the MRU list on the file menu.

# ERROR IN PROGRAM LINE

the screen. Other than that I am sure that the music score will be an excellent additional element.

## All hail to the caffeine Monster-Gasman / Hooy-Program / AY-Riders

Many demos including those mentioned: [www.zxdemo.org/](http://www.zxdemo.org/)

Impressive teeth jiggling amongst the noise of the madness of a 'shrpND mNd'. I liked it :o) Excellent use of what was in the 80s & 90s called white noise from the Spectrum AY sound chip. Definately late night groovy big energies that drag your bewildered mind along the journey of the beans. Superb arrangement of the sound chanels and voices for a big sophisticated sound.

In contrast a more hippy trippy tune...

## Flying with never noise- C-jeff/brainwave & mimic

An amusingly light environmental piece of music, like notes of life and living. Something of seasons and something of the big continuing of its energies in motion and of physical being. More SID-like AY sound that is refreshing to hear with airy and floaty main theme, but not as sophisticated as some in arrangement. The instrument of the main theme is excellent and the heart of the piece.

[Demotopia music offers AY downloads or .tap emulator files]

## Alana Truman - Dr. Andrew Broad

Yahoo's ManicMinerandJetsetWilly site has an interesting and possibly crazed contributer with this his latest download. So far showing as an excellent reworking and modification of someone elses work of 20 years ago or something

:o) Who was Mathew Smith anyway???

After downloading and having a play with his creations I couldn't work out the madness of it all. They play well and are themed intriguingly....

Those who defined Manic Miner as a daily part of their lives like the caffeine monster should be impressed.

### Staring Lance Wilkinson

The first screen of Alana Truman - Staring Lance Wilkinson is 30 Ramsay Street and looks like the product of a crazed mind to me. The best starting option looked to be the red blocks to the left of the screen. These are like the ManicMiner dropping platforms you jump on. A White square with a red measure that drops until empty when stood on needed well-practiced 20 year jumping skills :o).

This, my first time at playing, I found my way up the left of the screen to try and collect the flashy things that initially look like switches. There is something that captivates about the integrity of the effort of the realisation in the game that makes me want to see what it is all about. Andrew's previous efforts are also available from:

<http://games.groups.yahoo.com/group/manicminerandjetsetwilly/>

## The end of the Mingames competition for 2004.

<http://www.ffd2.com/minigame/>

My aim was to create interest for the event in the last issue. This as intended showed no intent of swaying opinion but was fun and to inform.

A late Spectrum entry was **4K Race** from **Paolo Ferraris** and his

team of programmers.

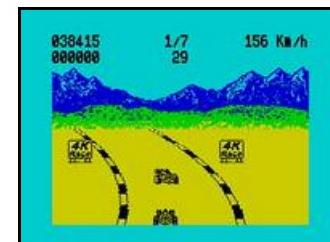
Before voting I sent an email to Paolo and received an interesting and interested reply. This ended up the winner in the 4K catagory and a fun little race it is too. The following text is a small review and then the email text.

## 4K Race

Code and manual: Paolo Ferraris ([pieffe8.at.libero.it](http://pieffe8.at.libero.it))

Graphics: Luciano Costarelli

Engine sound: Mario "Chrome" Prato



The above team of people have written an immediately impressive, smooth little racing game with engine sounds, scrolling track, nice little trees and road signage advertising 4k race. There is even space for a colourful skyline scene and a title screen that is colourful and impacts with simplicity.

I think I would like to have a 4K computer although word processing could be difficult. Err.... I err.... People for a modern joke who are naturally stupid due to advanced training would fit their minds easily into a 4K document!

The sounds makes everything move with time boundaries to beat to earn extended play. The car is entirely rear driven and holds wildly to the road making an

## AY-Emulator

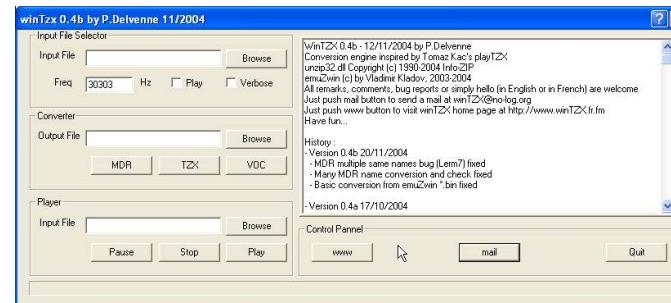
v2.8 by Sergey Bulba;  
[http://bulba.at.kz/main\\_e.htm](http://bulba.at.kz/main_e.htm)

There's a new version of Sergey Bulba's AY sound chip emulator up for grabs at his website. The AY-Emulator is a Winamp-style player for just about any Spectrum 128 music you can think of; this version now includes improved support for PT3 (Pro Tracker 3) files and also adds in drag'n'drop support.

## WinTZX

v0.4b by Patrick Delvenne;  
<http://www.winTZX.fr.fm>

Remaining with TZX utilities, Patrick Delvenne's utility, first released in June, has now reached version 0.4b. Initially a utility for converting between TZX/TAP and VOC formats, Patrick has now embarked on a project to enable conversion from TZX to MDR, (the Sinclair Microdrive format). At the moment



## PlayTZX Windows compile

b00ozilla (source by Tero Turtiainen & Fredrick Meunier)  
<ftp://ftp.worldofspectrum.org/pub/sinclair/tools/pc/Playtzx-win32.zip>

this is only partly achieved, but Patrick aims in the long term for his program to be able to convert any cassette file into an MDR file which can then be transferred to real Spectrums.

## Filmation Viewer

v1.0.2 by Neil Walker;  
<http://retrospec.sgn.net/users/nwalker/filmation/>

Filmation is the isometric technique employed in **Ultimate** games *Knight Lore*, *Alien8* and *Pentagram*. The Filmation Viewer - which is supported by a very comprehensive website - allows you to view in detail each game, including an interactive map, room analysis, room object characteristics and special objects. It also has an editor built into it to allow the modification of *Knight Lore* and *Alien 8* rooms and the creation of new snapshot files. Which sounds enormously exciting.

## SIR CLIVE AT HOME

### >Uncle C in Trafalgar

Speaking in November to **The Independent**, Sir Clive Sinclair talked about his current residence in London - in Trafalgar Square, no less.

Explaining that the adjoining flats he bought are both his place of residence and work, Sinclair went on to mention the success of his Sea Scooter joint venture with Hong Kong company **Daka** and the ultra-lightweight folding bicycle that Daka will start producing in 2005

On the subject of Christmas, Sir C remarked 'with a view of Nelson's Column [...] I don't need to bother getting a Christmas tree as I can just look at one out of the window.' Quite right Clive; save the pennies for the poker.

<http://money.independent.co.uk/property/homes/story.jsp?story=585867>

## WOS HITS NINE

### >Birthday for no.1 ZX site

The headline says it all. Yes, **www.worldofspectrum.org** is now 9 years old and ZXF joins the community in wishing it many, many happy returns. Site owner **Martijn van der Heide** usually comes up with a little treat to mark the celebration and this year is no exception - a new tributes area saluting the efforts of departed ZX heroes.

## RAWW HITS NINE

### >Demo party celebration in Feb

Spectrum news site [www.raww.org](http://www.raww.org) celebrates its fifth birthday 4th - 6th February and will be marking the occasion with a demoscene party in Somerset - the first such UK event in... well, ages. Find out more about the event at <http://party.raww.org/>



**apart from simply seeing the Speccy get a little new mainstream publicity, it will be really interesting to see what the DIY hardware enthusiasts out there will be able to make of/make with the gadget!!**

A few words of thanks for your magazine which I discovered by chance a couple of weeks ago while looking at the Pocket PC version of the Lords of Midnight and which in turn led me to discover Spectrum emulators for the Pocket PC. Wonderful thing, the Internet.

After a brief flurry of downloading and printing I am now in possession of the entire ZXF collection and what a pleasure it is, I wait with eager anticipation for the Christmas edition, it takes me back to the 80's and looking forward to getting my hands on the latest copy of Crash, ZX Computing and the like.

I first stumbled onto the Spectrum emulation scene about 5 years ago and ZX32 quickly established itself as my emulator of choice, I see from your publication that things have moved on apace, I will have to put aside some time to assess the latest offerings. For the moment I will continue to look at emulators available for the IPAQ, I have already given PocketClive a brief test and yesterday installed SpectrumAnyWhere, no doubt I will soon look at the other offering - the Sinclair Spectrum Emulator. Perhaps if I put some effort in I could produce a comparison of the three, is this something you might be interested in publishing in a future edition, let me know?

In the meantime ZXF has re-awakened my interest in the Spectrum scene and simultaneously re-opened an old wound(!) from a few years ago when I discovered that my mother had put my entire (pristine) software

collection in a jumble sale, oh well, there's always eBay.

Regards  
Nick Elliott

**Definately interested in that article Nick. And welcome back to the scene :)**



## NEW TO THE SPECTRUM SCENE?

The essential sites you need to visit.

[www.worldofspectrum.org](http://www.worldofspectrum.org)

The cornerstone of the community: emulation, discussion, downloads and online gaming.

[www.spectacular.com](http://www.spectacular.com); [www.ramsoft.bbk.org](http://www.ramsoft.bbk.org); [www.worldofspectrum.org/emulators.html](http://www.worldofspectrum.org/emulators.html)

You'll be needing an emulator to play those games on...

[www.the-tipshop.co.uk](http://www.the-tipshop.co.uk)

More tips, hints and pokes for those games than you can shake a pointy stick at.

[www.yesrny.co.uk](http://www.yesrny.co.uk); [www.crashonline.org.uk](http://www.crashonline.org.uk); [www.sincluser.f9.co.uk](http://www.sincluser.f9.co.uk)

The online editions of all your favourite Spectrum magazines: YS, CRASH & Sinclair User.

<http://raww.org/>

Spectrum news from around the world. Constantly updated!

[www.sinclairfaq.com](http://www.sinclairfaq.com)

All your further Spectrum questions answered.



## SINCLAIR ZX81 COMPUTER + ACCESSORISE

Starting bid: £500

Number of bids: 0

Ended: 20-Oct-04

Reality is a cruel and uncaring mistress, yet still we fall prey to the belief that we can change her, if only we believe it hard enough. This poor newbie to ebay obviously thought s/he had stumbled across the motherload in this example of the mass produced ZX81. ZXF sent a very welcoming note pointing out the significance of the '1' but received no reply... Perhaps the seller was encouraged on by the over 1,200 viewers of the lot, not realising the visitors were actually flocking to the page from forums to shout a collective "WHAT?!" at the screen.

**SINCLAIR ZX81 COMPUTER PLUS CASSETTES ALSO INSTRUCTION BOOKLET PLUS MAGAZINES IN VERY GOOD CONDITION WILL SELL FOR £500. BUYER TO PAY FOR POSTAGE. A COLLECTERS ITEM SO BID NOW.**

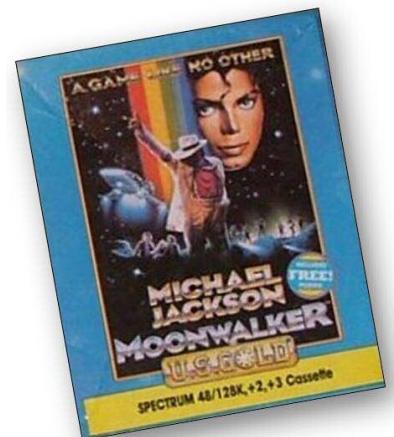
## Michael Jackson Moonwalker 1989 Spectrum computer game

Starting bid: £199

Number of bids: 0

Ended: 02-Dec-04

If the previous seller could be forgiven for his/her complete lack of research on account of being a newcomer to The Republic of Ebay, no such excuse could be made for this one, who had the experience of over 600 transactions to draw upon. Now, to be fair, I have heard of this game fetching something like £20 in its Sega Megadrive incarnation on ebay before; how this figure got multiplied by ten as the title downgraded to 8 bits, however, is beyond me. Within days, another eager and presumably very astute ebayer had put a C64 copy up for the much more reasonable price of £150. Ahem. Meanwhile, an Amstrad copy put up at 99p did eventually sell for... well, 99p actually.



SPECTRUM 48/128K,+2,+3 Cassette